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BOOK OF USEFUL INFORMATION



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FOREWORD

1893

This year is the 38th anniversary of the marriage of the King and Queen, and the whole country is pleased to see that His Majesty is now well enough to take part once more in public activities.

For the first time for three years the King took the salute in the "Trooping the Colours" celebrations of his birthday.

Her Majesty the Queen, as usual, has been taking a keen interest in Welfare Work and Handicraft Exhibitions. She attended the Exhibition of the Empire Marketing Board and also the British Industries Fair. The



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Queen made many purchases at these displays and by so doing has increased the demand for articles she admired. The Prince of Wales has made 1931 memorable by his extensive tour of South America with Prince George and by the fillip he gave to trade between that country and our own. He has been aptly named the "Prince of Sales"—his sunny smile and air of bonhomie have won the hearts of all the people in the countries he has visited. He has created a better understanding and a desire for wider knowledge of the export goods which we manufacture. He extended the usefulness of his tour by clever and forceful speeches delivered to tradespeople on his return to England.

Prince George this year made a wide tour of industrial Lancashire, Yorkshire, the Potteries, etc. Not the least interesting of his tour was the visit to Merseyside where the Prince rode through the new Mersey Tunnel to Birkenhead at which place he inspected various ship-building yards.

It is indeed gratifying to all loyal Britishers to know that the various members of the Royal Family take such a keen interest in the work and play of their subjects, and we cannot but all unite in wishing them long life and abundant happiness.

Homecrafts

We give here a few of the simpler, but nevertheless very interesting, methods of home decoration which can be made to while away many odd hours, and even be the means of earning a little spare money, as the articles have a ready sale when suitably made and decorated.

BARBOLA WORK. The materials for this fascinating hobby are very cheap, and the variety of objects which can be decorated well repays the small initial expenditure. The first necessity is a tin of Barbola paste which can be procured from any artists' colourman at a small cost. This is in the form of a very stiff dough, but can be readily shaped with the fingers or a small modelling tool, which can be made from a wooden skewer, pared down at the pointed end to look like a spear head.

A little practice is advisable in the first place, and for this, find some suitable little object which can be simply decorated, such as a small box which will make a trinket box, or a covered glass dish which can be used as a powder bowl. The reader will, no doubt, be able to find some suitable object at hand.

The first procedure is to take some small pieces of the barbola, and shape these with the fingers or the modelling tool to represent flower petals and leaves. A rose can be properly built up by making a small roll of flat paste for the centre, and fixing the various layers of petals round this, slightly bending over the top edge of each petal to represent the fold. The petals can be joined to each other by wetting the two surfaces and gently pressing them

together. A little nose-gay of flowers should be built up in this way, a few smaller flowers being made with a number of round pieces with an indentation pressed in the centre. Marigolds, daisies and similar flowers are built up of petals fixed round a centre piece which is "pitted"

with the point of the modelling tool.

The whole flower motif, with a few leaves placed round it, should then be glued to the top of the box or the lid of the bowl, and left to dry.

When sufficiently dry, the flowers and leaves should be painted in their natural colours with enamels or oil colours, and if desired, varnished. The effect of this simple decoration is really artistic and pleasing, and after a little practice all manner of designs can be evolved suitable for decorating numerous little objects.



Artists' colourmen now sell various whitewood articles which cost only a few pence, and when embellished and suitably coloured are worth many times their original cost.

GESSO WORK. Gesso work is of a similar nature to the previous craft, but is more intricate, and necessitates a little more artistic skill. For this, a box of Gesso powder is needed, also obtainable from an artists' colourman.

The method of using is to place a small quantity of the powder on a plate or saucer, and have a glass of clean water and an artist's sable water colour brush, about No. 5 size. Dip the brush in the water, transfer the water to the powder, and mix up into a thick cream.

A suitable design having been drawn or traced on to the object to be decorated, the brush is filled with the creamy gesso, and the mixture painted on to the design.

This is a slow process, as the design has to be built up in successive layers, care being taken to keep each portion of the design to its respective height.

It will probably be found that as the gesso dries the centre sinks slightly. This is on account of the contraction, and must be levelled up with fresh gesso.

The design, when finished and dry, can be gently smoothed over with well-worn sandpaper, or better still, the edge of a penknife held at right angles to the gesso. Any intricate work can be neatened off with the point of the knife when it has thoroughly dried. The design should be suitably coloured and varnished when complete.

With this process, an all over design can be quite easily worked to give a very pleasing effect. A very effective use for this medium is lacquer work. The design, which is usually Chinese, is worked up in the gesso on the article,

the whole enamelled a plain colour, and the raised-up decoration gilded with either gold paint or gold leaf. The latter is rather expensive and needs the leaf and some gold-size. The decoration is painted over with the size mixed with a little yellow oil colour.

Allow this to get almost



dry, i.e., tacky, and then apply the gold leaf, dabbing it gently with a pad of cotton wool. When thoroughly dry, a few coats of shellac varnish will give it a high gloss equal to genuine lacquer work. Care must be taken to use the varnish in a warm room, and the article must be kept at an even temperature until dry. A cold draught will cause the varnish to "cream," or go white.

CRETONNE AND WALLPAPER PICTURES. These are very simple to make, and can be extremely effective if the patterns are judiciously chosen.

MECRAFTS—continued.

Any odd scraps of cretonne or wallpaper can be used, preferably those with a large pattern. First mount a piece of coloured paper on a board, and place under some weights until dry. The colour of the paper, of course, should tone with the motif which it is intended to use. Next cut out carefully the motif from the cretonne or wallpaper; say a bunch of flowers or a bird with a little foliage. The motif depends on the patterns available, but with a little observation, a design may be made up from various units taken from different patterns.

If the motif is wallpaper, paste well on the back and stick down on the mounted board. If cretonne, smear very lightly with the paste on the back, as there is a tendency for the paste to soak through. To get the best position for the motif, cut an opening in a large sheet of paper the exact size of the finished picture, and move it about over the stuck-on motif until the appearance is most pleasing. Mark the area of the picture, and cut out to the size. The picture is then ready for framing, for which see the next paragraph.

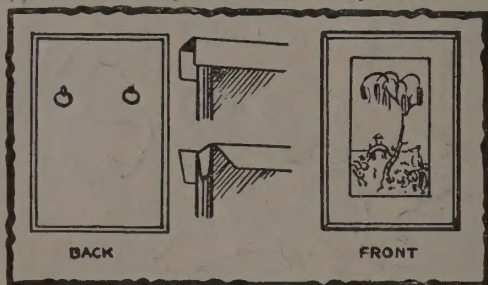
PASSE-PARTOUT FRAMING. A simple, but neat, way of framing small pictures is by using passe-partout binding. This can be obtained from any fancy stationer's in various colours, including gold and silver, and is already gummed on the reverse side.

Obtain a piece of glass the required size of the picture to be framed. A piece can sometimes be found at home which can be used without going to the expense of purchasing one. A piece of cardboard is then cut to the same size as the glass for the back. Into this must be fixed one or two rings for hanging the picture. For a small picture only one will be necessary, but two are essential for large ones. These rings can be had ready made for the purpose at the same place as the binding. The rings having been fixed, the framing can be proceeded with.

Two strips of the binding are cut to the longest length of the glass. Two strips cut to the shorter length are mitred at the corners, i.e., a bevel of 45

degrees is cut at each end, the shorter side being fixed on the inside. One of the long strips is moistened along one edge only, and pressed firmly to the glass, about $\frac{1}{4}$ inch covering the glass. The opposite side is treated the same, and then the two ends put on. A little care is needed in gumming on these strips, so that the narrow portion covering the glass is of an even width all along. It will then be seen that the ends of the frame look as though they are mitred.

The picture and back card are then placed against the glass, care being taken to see that the edges are square. The binding is then moistened, one



side at a time, and folded over the back. Press down firmly until each side has quite stuck, and the gum is dry. When all four sides have been done, a beautiful little frame will be the result of a very little time and labour. With a little patience and accurate work, a more elaborate frame can be built up which will look like one made of solid moulding.

For this, the same amount of dark binding is required, some gold binding and some thin cardboard. First stick some narrow strips of gold binding on the glass, covering enough to leave a narrow margin inside the outer frame, about $\frac{1}{16}$ of an inch for small pictures and anything up to $\frac{1}{8}$ of an inch for large ones.

Cut some strips of the thin cardboard of a sufficient width to allow for a fold lengthways, with the wider side of the fold allowing for the bevel, and the narrow side about twice the width of the glass, picture and back together. The ends should be carefully bevelled to fit neatly when held in place. A glance at the diagram will explain this.

The strips are then covered with the required binding; and then the binding can be folded over the inside edge of the frame in order to cover the edge. Fit the strips to the glass, see that the corners are tight up to each other, and stick down the binding on to the back. The effect will then be a narrow frame with a correct bevel and a small gilt slip.

SILVER PAPER DECORATION. This is a very simple hobby but, the result converts a plain article into a brilliant and unique objet d'art. Save all the coloured and plain silver paper wrappings from chocolates, toffees, etc. Small imitation cut glass bowls and dishes can be obtained from a well-known, large stores for a copper or two. The underside of the bowl is cleaned, and the design should be carefully studied, as a little thought will



enable the decorator to choose the most suitable colour schemes. Several pieces of the coloured paper are then cut to the required shape and joined with paste to the respective panels. Smooth them over well so that they will be pressed firmly into the indentations in the glass.

Next glue on some pieces of a different colour or plain as may be desired, and continue till the whole of the bottom of the glass is covered. When the paste has dried, the whole of the paper should be given a coat of enamel to preserve it, and you will find that you have a charming little dish which will sparkle with the reflected light.

The reader will be able to elaborate on these necessarily short notes on what are probably the most fascinating means of employing one's spare time.

MECRAFTS—continued.

LEATHER WORK.

This pastime, besides being a means of pleasing one's friends with sensible gifts, is very simple, and creates no upset in the home.

The tools for this work may seem a trifle expensive, but the pleasure gained from the work both in progress and finish will more than repay the original outlay.

The simplest articles to make necessitate punch pliers, which can be obtained single or with a series of different size punches, a tracer, a sharp knife with a short blade, and a hammer. •

We will explain, as an example, the making of a small purse. The most suitable leather to commence with is Calf Skin. A piece of this is needed, together with a piece of lining, or as it is called "skiver," some thongs, and if desired, a press stud. All these materials, and the necessary tools can be obtained from various well-known firms who specialise in them.

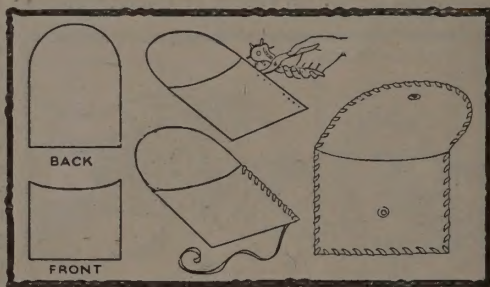
Mark out on a piece of paper, the full size and shape of the front and back of the purse, and trace this down on to the leather with the tracer. Cut the shapes out carefully, taking care to hold the knife upright to ensure a square edge. Cut out the lining slightly larger than required, and paste this down on to the leather, inside, of course, taking care that there are no bubbles or lumps under it.

Pastes which are sold ready to use are most suitable. When quite dry trim off the surplus lining flush with the edge of the leather. Next take the two pieces of leather forming the back and front, and stick them firmly together round the edge. Mark out, about one-eighth inch from the edge, clear dots every quarter inch, taking care to space them evenly. At each of these dots, punch a hole, and then commence the thonging.

Begin at the double part, and thong right round, working through and over. It is as well to mention here that the first three stitches should be left loose, and on reaching the beginning again, the last three must be left loose.

Now, gently separate the two thicknesses of leather for a distance of about 1 inch. Pull one of the thongs out between them and thread the other through the hole left. The two ends should then be between the front and back of the purse, and they should then be threaded under the loose stitches, pulled tight, and the ends cut off quite close. A press stud can be fitted if desired, and this will require a special punch for fixing.

It is advisable to purchase a small handbook on the subject to amplify these short notes.



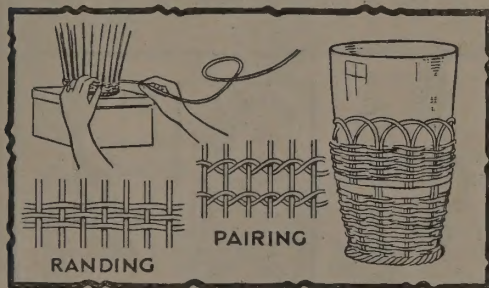
BASKET WORK.

Many charming and useful cane articles can be made with a few tools and a little ingenuity.

A sharp knife, a small pair of pruning shears, and a pair of round-nosed pliers, are the tools required for the example we give. This takes the form of a holder for a tumbler. The materials wanted consist of a plywood base with thirteen holes bored round the edge, thirteen pieces of No. 4 size cane for stakes, two or three lengths of No. 1 cane for weaving, and one piece of enamelled cane, 20 inches long.

The canes should first be damped by dipping them in water. Insert the ends of the stakes in the holes, letting the ends project $1\frac{1}{4}$ in. on the underside. Now bend down one of the short ends of the stakes close to the base in front of the stake on the right and leave the end at the back of the third stake. Repeat all round, and tuck the final stake under the loop formed by the first stake. Stand the work upright on the table, press the stakes slightly outward, and see that they do not lean to one side.

Take a piece of the No. 1 cane and place it between any two stakes, then commence to weave it in and out, pressing it down occasionally with the left hand, and keeping it firm but not tight. This is the simplest form of weaving, and is called "randing." Continue this until twenty-two rows are formed, then cut off the cane and insert the end of the enamelled cane. Weave two rows with this, cut off, and continue with No. 1 cane for six rows. Finish off with a row of "pairing." To do this, do not cut off the end of the cane after completing the last six rows, and insert another



piece of cane one space to the right of the first weaver. Take one stroke with the left hand cane, and one with the right alternately until the row is complete, when the ends should be drawn through to the front under one cane, the ends then being cut off. Sharpen the ends

of the stakes 3 inches above the weaving, and damp well. Then bend down one stake, and push the end down between the weaving at the near side of the next stake but one. Take care that each one must bend over on the outside of the next in each case. See that all the loops are even, and then cut off all the ends inside the basket. The work should be checked with a tumbler as it proceeds to see that the shape is correct.

From this simple beginning will grow both the desire and the ability to make larger and more ambitious articles.

A Few Brain Teasers and Tricks



1. There's Dad and Ma, Brother and Me,
The sum of our ages is 83,
6 times Dad's age is 7 times Ma's,
And she is three times me.
How old is Dad?

2. A man entered a shop and said to the shopkeeper, "Give me as much as I have, and I will spend 10d. with you." The shopkeeper did this, and the man then repeated the operation at a second and third shop. He then had no money left. How much money did he start with?

3. A farmer died and left to his three sons nineteen sheep. The eldest was to receive one-half, the next one-quarter, and the youngest one-fifth. None of the sheep were to be killed, and each was to have his fair share. How was it to be done?

4. A man hired a taxi to take him to a town which was 12 miles away, and agreed to a charge of 16s. At a cross-roads, 6 miles distant, he met a friend who asked him to take him to town and back to the cross-roads. The first man offered to do this if his friend would pay his share of the fare. How much should the second man pay?

5. A man spent half his money and $\frac{1}{2}$ d. more at a store. At a second store he spent half of what he then had and $\frac{1}{2}$ d. more. He did the same at a third and fourth store, and had nothing left. How much money did he have to start with?



Cretonne and Wallpaper Pictures. See Page 3.

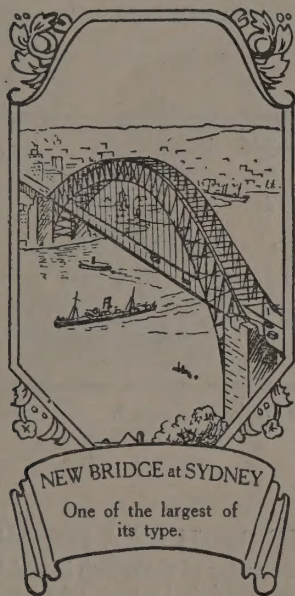
6. A king who was out hunting called at a smithy and asked the smith to shoe his horse. They could not agree on the price, and at last the smith said he would take $\frac{1}{4}$ d. for the first nail, $\frac{1}{2}$ d. for the second, 1d. for the third, and so on. It takes 32 nails to shoe a horse, so what would the king have to pay?

A FEW BRAIN TEASERS AND TRICKS—*continued.*

7. A hunter saw a squirrel on the trunk of a tree, and tried to shoot it. The squirrel commenced to move around the tree, and the hunter followed it, the squirrel always keeping the tree between itself and the hunter. Did the hunter go around the squirrel?

8. A farmer on his way to market with a fox, a goose and a basket of corn came to a river which he had to cross. The boat used to ferry people across would carry only the farmer and one of his charges. If the fox and goose were left together, the fox would eat the goose; if the goose were left with the corn, it would eat it. How can the farmer cross the river safely?

9. A boy was driving some ducks home from market, when he was asked how many he had. He replied, "When in a line, there are two ducks ahead of a duck, two ducks behind a duck, and one duck in the middle." How many ducks had the boy?



10. A stock-breeder bought 100 animals, comprising cows, pigs, and sheep. For each cow he paid £10, for a pig £3, and 10s. for a sheep. The total came to just £100. How many of each animal did he buy?

11. The cost of a bottle and a cork is 1/1. If the bottle costs a shilling more than the cork, what is the cost of each?

12. In a suit, the coat cost as much as the trousers and vest. The trousers cost half as much as the coat and vest. The cost of the vest was 5s. 2d., or $\frac{1}{2}$ d. more than one-sixth of the coat and trousers. What was the cost of the suit?

13. Place in a line seven circles, three white ones at one end, and three black ones at the other. Jumping only one at a time, reverse the positions, but no circle may be moved backwards.

14. A drove of ducks and sheep have between them 100 heads and feet. How many of each are there?

15. Which has the greater sum, six dozen dozen or a half dozen dozen?

A FEW BRAIN TEASERS AND TRICKS—*continued.*

THE MAGIC TABLE OF AGES.

1	2	4	8	16	32
3	3	5	9	17	33
5	6	6	10	18	34
7	7	7	11	19	35
9	10	12	12	20	36
11	11	13	13	21	37
13	14	14	14	22	38
15	15	15	15	23	39
17	18	20	24	24	40
19	19	21	25	25	41
21	22	22	26	26	42
23	23	23	27	27	43
25	26	28	28	28	44
27	27	29	29	29	45
29	30	30	30	30	46
31	31	31	31	31	47
33	34	36	40	48	48
35	35	37	41	49	49
37	38	38	42	50	50
39	39	39	43	51	51
41	42	44	44	52	52
43	43	45	45	53	53
45	46	46	46	54	54
47	47	47	47	55	55
49	50	52	56	56	56
51	51	53	57	57	57
53	54	54	58	58	58
55	55	55	59	59	59
57	58	60	60	60	60
59	59	61	61	61	61
61	62	62	62	62	62
63	36	63	63	63	63

To tell a person's age:—

Find out in which columns the age appears. Add together the figures at the top of each column in which the age appears and this gives the correct age. Example:—A person aged 30 finds his or her age in columns 2, 3, 4, and 5. You then add the figures at the head of these, and the total is 30.



Gesso Work. See page 3.

TO FIND THE AGE AND MONTH OF BIRTH OF A PERSON.

Ask them to put down on a piece of paper the number of the month in which they were born multiplied by two. Add five, multiply by fifty, take away 365 and add the age. Then ask them the sum, and you add 115. The total gives you the age in the last two figures, and the first figure is the number of the month. (If the person is born in January the total works out at a minus quantity.)

TO USE YOUR WATCH AS A COMPASS.

Hold the watch with the hour hand pointing towards the sun. Half-way between the hour hand and 12 will then be South. (Greenwich Mean Time.)

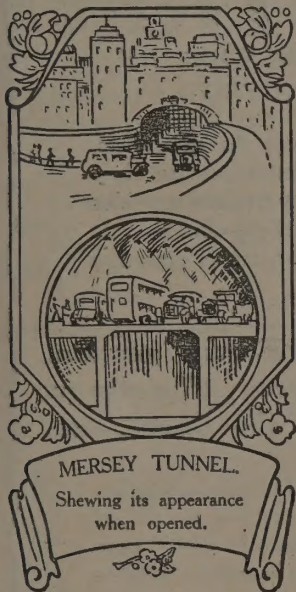
A FEW BRAIN TEASERS AND TRICKS—*continued.*

16. A man is twice as old as his wife was when he was as old as she is now. When she reaches his present age, the sum of their ages will be 100 years. What are their ages? _____

17. When the clock strikes noon and midnight the hour and minute hands are together. When will they next be together? _____

18. The head of a fish is one-third the length of the body. The tail is one-fourth as long as the head and body. The body is six inches longer than the tail. How long is the fish? _____

19. Three men were on a journey with their wives. On reaching a river, they found that the boat would hold only two. As there was no one to ferry them over, and no man could be left with another's wife, how did they manage? _____



20. A man, meeting a farmer's boy driving some ducks and geese, said "You must have a hundred there?" "No," replied the boy, "but if I had twice as many geese, or three times as many ducks, I would have a hundred in all." How many of each did he have? _____

21. A and B are two farmers having adjoining farms. A says to B. "Give me 7 acres and our farms will be equal." B however says, "You give me 7 acres and my farm will be twice as big as yours." How many acres did each farmer have? _____

22. If three cats can catch three mice in three minutes, how many cats can catch a hundred mice in a hundred minutes? _____

23. A man found two pound notes, and then found that he had five times as much as he would have had if he had lost two pounds instead. How much did he have? _____

24. Two candles are burning. One will burn for four hours and the other one for five hours. How long must they burn until one is three times as long as the other? _____

25. An old lady bought some eggs, and on being asked how many she had replied, "When I count them 2, 3, 4, 5, or 6 at a time there is always one left. If I count them 7 at a time they are even." How many eggs had she? _____

(See page 31 for Answers.)

THE PEPSIN, PANCREATIN, DIASTASE, LACTIC
ACID AND OTHER NATURAL DIGESTIVES IN

LACTOPEPTINE

will POSITIVELY

relieve your

INDIGESTION

TESTED AND RECOMMENDED BY
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the stomach to right itself." Lactopeptine provides
the means. It contains the natural elements in their
correct proportions which do the work of digestion
in the body.

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Headaches, Tightness in the Chest, etc.*

If you suffer from any form of Indigestion, follow
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and everyone who takes it feels the benefit because—

LACTOPEPTINE
DIGESTS LIKE NATURE DIGESTS

1/3 AND 3/-

Etiquette

It may be thought that in these days of free and easy manners the matter of etiquette is not so important as in the past. We would point out, however, that a person who has a general knowledge of etiquette has so great an advantage over the person who has not, that it behoves us all to acquire even a rudimentary understanding of it.

The person who has this knowledge can enter any company whatsoever with no qualms that he or she may do or say the wrong thing. They never feel awkward, out-of-place and uninteresting, as do the people who are not sure of themselves. Even if the ignorant person should feel confident in him- or herself, the impression created on their fellow-guests is usually far from complimentary.

We could continue to enumerate examples *ad infinitum*, but we will content ourselves with giving some helpful hints for the more usual occasions.

Firstly, let it be remembered that etiquette is as essential in the home as elsewhere. The influence on the other members of the family, especially the younger ones, is so great as to instil in them a knowledge which will stand them in good stead on any occasion and in any position throughout life.

When in company always be observant, and note how well-bred people conduct themselves, and profit by this knowledge.

One should always be properly dressed for a meal. It is an implied slight on the other persons present to appear only partly clad.

Never read at the table in the presence of company.

Never leave the table until everyone has quite finished.

Allow all ladies to seat themselves before the gentlemen do so.



The napkin, more usually, though wrongly, called the serviette, should be laid across the knees, and not tucked into the neck.

At a formal gathering, the array of knives, forks and glasses is somewhat frightening, but it will be found that these are placed in their correct positions, so that as one is finished with, the next two are used for the next course, and so on. A good general rule is to start from the outside and work inwards. In case of doubt, it is advisable to wait until you see someone else begin, and follow their lead.

ETIQUETTE—continued.

Leave your knife and fork, when finished with, side by side across the centre of your plate.

Sit easily at the table, and do not bend over to eat.

Converse easily with your neighbours, but of course do not speak with the mouth full. The mouth should not, of course, be filled each time, but only a medium amount of food taken, which will allow for easy eating.

Never convey the knife to the mouth when eating. The knife is for cutting, and the fork for eating.

Bones and fruit stones should be expelled from the lips on to the fork or spoon, and placed on the plate.

In the matter of dress, the main thing to remember is moderation in style.

Dress neatly and tastefully, and eschew anything which savours of the gaudy or loud. If in any doubt, consult your tailor or dressmaker, who will be only too glad to give you advice.

When a lady enters a room, it is usual for the gentlemen to rise, and also when she leaves.

Do not slouch in a chair, but sit comfortably with the feet touching the floor, preferably together.

When introducing persons, the gentleman is always presented to the lady first. A person of inferior rank is always presented to one of superior, and the younger to the elder. If a gentleman has been introduced to a lady at any time, and they meet on a future occasion, the gentleman must wait until the lady recognises him, and must not presume on the acquaintance.

Always endeavour to be at ease when in company, and above all be sociable.

Care should be taken to avoid all topics of conversation which may offend any members of the company.

Never force your opinions on anyone, and endeavour to be a good listener, even if the opinions do not coincide with your own.



Scandal is the worst possible subject, and should be avoided like the plague on all occasions.

Always remember, when in company, to give your best attention to the fair sex. Open doors for them, offer them seats, help them to things, and be as attentive as possible without overdoing it. This attention should be extended to elderly people also.

ETIQUETTE—*continued.*

Never be overbearing in manner to your inferiors, but treat them courteously, and they will respect you. Be the same to your superiors, and to persons older than yourself, but on no account be servile.

Do not overstay your welcome when visiting. A little observation will show you when your host or hostess wishes you to depart.

When out in the street, walk upright and in a direct line; that is, do not wander about all over the pavement, and so make yourself a nuisance to others.

A lady should always be allowed the inside of the footpath. The same applies when walking with a lady, the gentleman walking on the outside.

Do not point at anything with either the hand or a stick or umbrella. Merely incline the head in the direction you are indicating.

If a stick or umbrella is being carried, it should be held vertically, and never carried horizontally in the hand or under the arm. To do this might result in a serious accident.

When meeting an acquaintance, pass the time of day, but do not detain them unless they wish to stop also.

When a gentleman meets a lady with whom he is acquainted, it is almost unnecessary to say that he must raise his hat. The same applies if he meets a gentleman friend accompanied by a lady. In this case, his friend should return the greeting.

Never raise the voice when in public. Moderate your tone so that your partner can hear comfortably.

Remember, in all things, Moderation in everything, and aim to be a Lady or a Gentleman as the case may be.

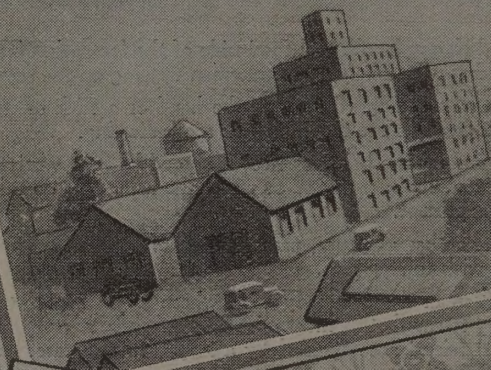


The reader will, no doubt, be able to apply himself to these few hints, and coupled with observation, realise the new feeling of confidence which will make his or her entrance into company much more easy.

Five shillings in silver coins of good condition, no matter what coins are used, will weigh 1 oz.

The height of the Nelson Column is 184 feet 10 inches. The statue on top is 17 feet 4½ inches in height, the sword 7 feet 9½ inches long, while the hat is 4 feet wide.

NIAGARA

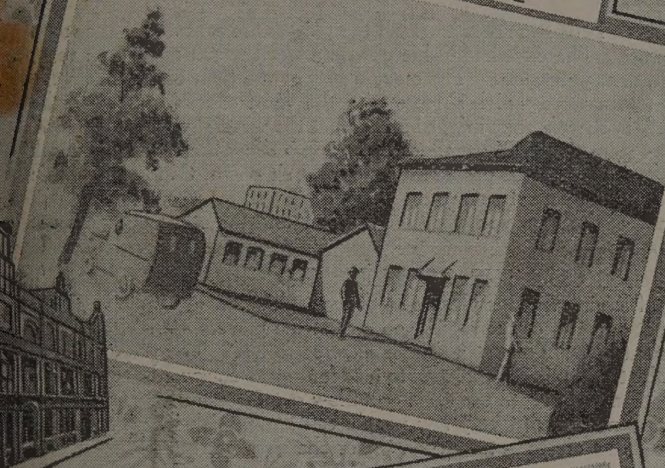


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Party Games

ACTING THE RHYMES. Half the players are sent out of the room for this game. The ones left inside choose a word which must be a verb, such as hit, run, jump, etc. The outside players are then brought into the room and told a word which rhymes with the word chosen. Thus if the word "hit" is chosen, they might be told that the word rhymes with "sit." The players from outside must then act in dumb show the word they think is the correct one. In all probability they will sit down, thinking that this is the word, but they must be immediately hissed. If, however, they pretend to hit some imaginary person, they are clapped, and the other side goes out to take their turn.

BLOWING OUT THE CANDLE. This simple game provides a great deal of amusement for players of all ages. A lighted candle is placed on a table at one end of the room, and any of the players are invited to try to blow it out. Only one at a time is allowed to try. The player is conducted to the table, blindfolded, told to take four steps backwards, turn round twice, and then walk up to the table and blow out the candle. This seems quite an easy matter, but very few people can accomplish it. The player must be watched carefully to see that he or she does not burn himself.

PICKING AND PASSING. This game, played very quickly, is really thrilling. Divide the players into two equal ranks, and seat them on the floor about two yards apart. The second player in each row holds out his or her hands to form a cup; the fourth, sixth, and so on to the end of the lines. There must be a player at the ends of the lines with free hands.



Obtain a number of easily handled articles, such as an apple, marble, orange, bean, etc., the more the better, and see that the same number of articles are placed on the floor at the beginning of each line.

At the word "Go," the player at the commencement of the line picks up one of the articles and drops it into the cupped hands of the next player. The third one, who has his hands free, then picks it out of the second one's hands and drops it into the fourth one's hands, and so on to the end of the line, when the last player places it on the floor at his side. As soon as the first object is

PARTY GAMES—continued.

out of the first player's hand, the second one is picked up and passed along in the same way. The players must work at lightning speed, for the side which has all the objects on the floor at the end of the line first has won.

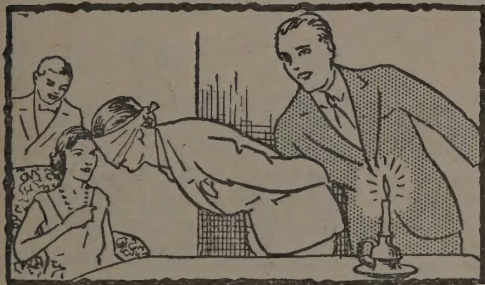
THE CAT AND MOUSE GAME. Form a circle of the players with hands joined and held up to form an arch between each player. One player is chosen to represent the cat, and he can go round the outside of the circle and touch any one of the other players. The one touched immediately becomes the mouse, and must dart away in any direction he wishes in and out of the arches. The cat must follow in exactly the same path, and if he should go wrong he pays a forfeit, still remaining the cat. As soon as the mouse is caught, he becomes the cat, and the cat becomes the mouse. This game can be played for a considerable time by allowing each player to take a turn.

DANGEROUS JOURNEYS. All the players but one must be seated in a circle. The remaining one is left in the centre, and blindfolded. Each player is then given the name of a city or country which he has to remember. The player in the centre now calls out two of the names, such as "London to Paris," and the players who represent these two places must jump up and change seats, the player in the centre trying to catch one as they pass. If successful, the captured one is then blindfolded and goes in the middle.

A variation of this game is not to blindfold the centre player, and as the two other players change seats, he must endeavour to sit down in one of the vacant seats. The player who loses his seat then takes his place in the middle.

SIMON SAYS. One of the players in this game takes charge and calls himself "Simon." The other players sit around, and everything Simon says

must be obeyed, but only when prefaced by the words "Simon says." As an example, when Simon begins he might say, "Simon says: Hands up." The players must all raise their hands. "Hands down." All hands must still be held up, as the order was not prefaced by "Simon says." The orders can be varied



considerably, and for every mistake a forfeit must be paid.

THE MASTER'S ORDERS. Any number of players may play this game, and all must be seated in a circle.

One player commences by saying to one next to him: "The Master sends me to you." The one addressed asks the reason, and is told: "To work with me and do the same as I do." The first player, as he says this, begins to strike his knee with his right hand. The second player then repeats all this with the player following him, and so on, till the first is reached. He

PARTY GAMES—*continued.*

then says the same things, but begins to hit his left knee with his left hand. This goes round. The third time round the right foot is wagged. The fourth time the left foot, and the fifth time the head wags. By this time the whole circle is working. Any player who omits one of the actions must pay a forfeit.

THE CONTRARY HATS. For this game two hats are needed. The players are seated in a row or in a circle, and the player who is chosen to act first is given the two hats. He can pick out any of the other players, and to the one chosen, he gives a hat. As soon as the second player receives the hat, he must do exactly the opposite of the other one. If the first one keeps his hat on, the other one keeps his off. If he holds it in his right hand, the other does the contrary, holds it in his left. If he sits down, the victim must stand up, and so on.

If the first player finds that no mistakes are being made, he can try another player. If really smart things are done, a good crop of forfeits are sure to result, the forfeits being paid for mistakes.

THE MISSING HALFPENNY. The players sit around a table with their hands hidden underneath, except one, who is to find the coin. A halfpenny is given to the others, and they pass it from one to another. If the halfpenny is passed to a player next to the "finder," it should be passed back. At any time, the "finder" may say, "Hands up." All hands must be immediately placed on the table, closed, of course. He then points to any hand which he thinks may hold the coin, and if correct, this player becomes the "finder." If he does not guess rightly, the hands are again placed under the table.

EASY CALCULATIONS.

To multiply two figures by 11, add the figures together and put the result between the two numbers. If the sum of the figures is more than ten, place the units between and carry the ten. Example:—11 times 36 equals 396; 11 times 84 equals 924.

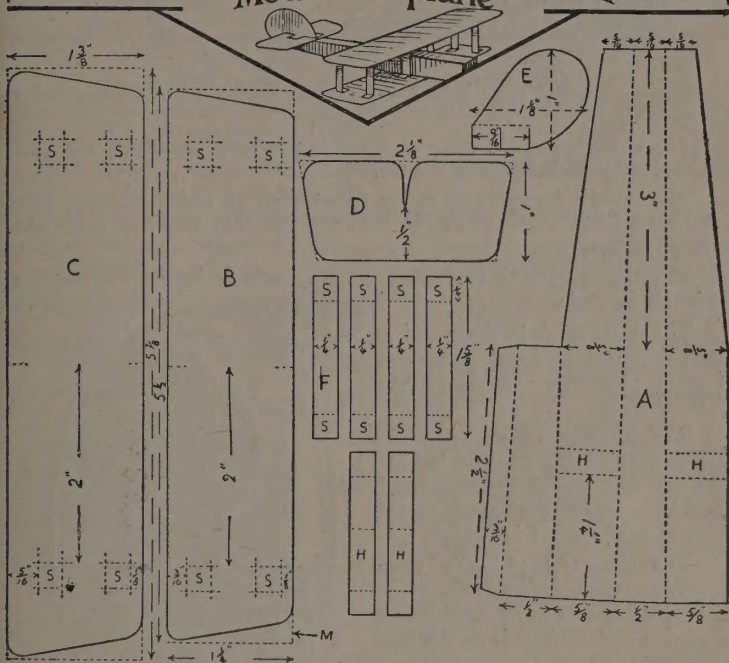


To square a number, raise the number to the nearest cipher, multiply by the number reduced by the same amount, and add the square of the number which is added. Example:—63 squared equals 70 times 56 plus 7 squared, which equals 3,969.

To multiply numbers in teens, add to one of the numbers the units of the other and add a nought to the end. Then add the sum of the units. Example: 15 times 19 minus 15 plus 9 equals 24. Add the nought which gives 240; add 9 and 5 to this, and the result is 285.

The BEECHAM SCOUT

Model Aeroplane



The above diagram gives full measurements for the model aeroplane, but a few hints will help in building—The best material to use is stiff drawing paper. The fuselage *A* is made first—all measurements must be adhered to as a difference in one measurement will spoil the model. The top and bottom of the fuselage are parallel for the first $2\frac{1}{2}$ inches. The wings explain themselves, but the dotted lines *M* represent shape of paper before cutting. The top wing is the larger and dotted squares *S* represent position of struts—ends of which *S* are bent in opposite directions as in sketch above. The two struts shown by themselves are fastened to the wings and fuselage sides with lower half *H* in position shown on fuselage. The tail *D* is fastened to the top end of fuselage so that fuselage does not protrude beyond the inside end of the *V* cut; the two side pieces can then be bent up to lengthen flight of model. The two flaps on bottom of rudder *E* are bent alternate ways as shown on sketch. Slide rudder right into slit in tail so that flaps fasten on to front portion of tail. In all cases cut along the straight line as dotted lines are for bending only. The finished model is weighted at front by paper fasteners until it flies evenly.

Some Interesting Facts

England's tallest spire is that of Salisbury Cathedral, the height being 404 feet.

The Cathedral of St. Peter at Rome is generally considered the most beautiful religious building in the world.

The world's longest wall is the Great Wall of China which is over 1,000 miles long, was built in 214 B.C., and stretches over mountains and through valleys.

The largest collection of books in the world is in the Bibliotheque Nationale in Paris.

The finest tomb in the world is the Taj Mahal at Agra. The cost of this beautiful building was £2,000,000.

English women are the tallest, the average height being 5 feet 3½ inches. The American women come next at 5 feet 3 inches, while the French women measure only 5 feet 1 inch high.

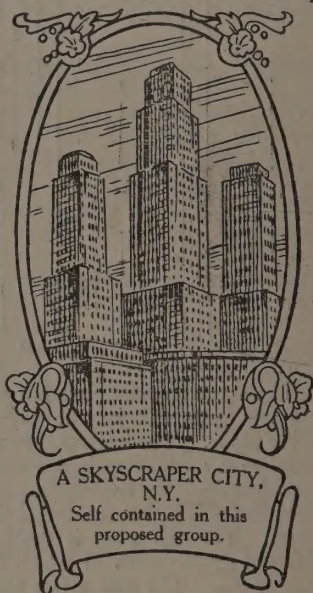
The saying "A1 at Lloyd's" owes its origin to the fact that a ship which is rated A1 at this world-famous firm of marine underwriters is in the best condition.

The largest bell in the world is the Tsar Bell in Moscow. It weighs nearly 219 tons and is 19 feet 3 inches in height.

The average male brain weighs about 49 ozs., and the female about 44 ozs. It is interesting to note, however, that a heavier brain does not denote a higher state of mentality. At birth, the male infant's brain has an average weight of 11.65 ozs., and the female 10 ozs. After the age of fifty the brain loses 1 oz. in weight every ten years.

The person in whose house a death occurs is legally bound to bury the corpse.

The elephant is often considered to be the largest mammal. This is not so, first place being taken by the whale.



More about the Romance of Beecham's Pills

THE MAN WHO BROUGHT HEALTH TO MILLIONS.

The Romantic Rise to Fame of Beecham's Pills can never be fully told. Thomas Beecham, by his great discovery, brought health to Millions in every part of the World and the story of the Restoration to Health of each one of these people would be a Romance in itself. No story is of more immediate and fascinating interest to all than the remedying of poor health.

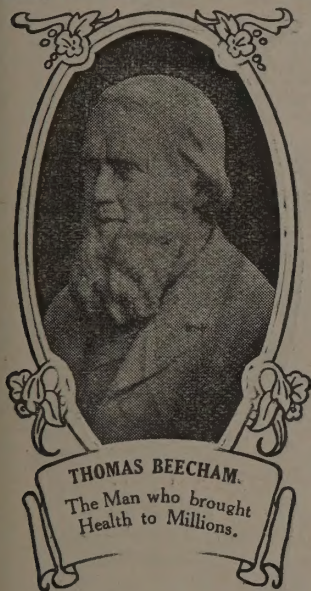
The GOOD Thomas Beecham has done can never be calculated, for Good Health is beyond price and the success of Beecham's Pills is Unsurpassed!

*From a Tiny Cottage to
Magnificent Laboratories.*

From the tiny cottage at Curbridge near Witney in Oxfordshire, where Thomas Beecham was born, has sprung the magnificent Modern Laboratories at St. Helens where Beecham's Pills are manufactured in their millions and distributed to every part of the Globe. Generations past and to

come will combine to praise this Great Health Discovery.

YOU, no doubt, have already proved the value of Beecham's Pills but, if not, make up your mind TO-DAY to enjoy the Good Health, Bright Spirits and Youthfulness which Thomas Beecham's Wisdom has made possible.



Hints to Dog & Cat Lovers

There is nothing so fascinating as a pet dog or cat, and to young and old they can be a source of endless amusement, and gain a hold over our affections almost as strong as a human being.

They are intensely human, and this naturally gives rise to the thought that they must be treated as humans.

A dog must be given plenty of freedom and exercise, with, of course, correct feeding. The smaller breeds of dog which can be housed indoors should have a basket or box in which to sleep, with clean straw or old clothes to lie on. Do not feed too much or too frequently, and it is advisable to give Sherley's Lactol Biscuits as a staple ingredient in the diet.

Larger dogs are best housed in a roomy kennel in a yard or garden.

Both Dogs and Cats are prone to a lot of commonplace ills which attack human beings, and also a number of ailments peculiar to these animals.

At the first signs of listlessness, scratching, loss of appetite, or a poor condition of the coat, the affected animal should be given a course of Sherley's Tonic and Condition Powders, or any of the Sherley Dog and Cat medicines made expressly for the various ailments to which pets are subject.

Distemper usually attacks dogs and cats while in the puppy or kitten stage, and at the first sign of running nose and eyes and a high temperature, place the animal in a warm place and give a course of Lintox, the wonderful Distemper Preventive and Tonic.

No pet owner should be without a copy of Sherley's Dog Book and Cat Book, which contain valuable information dealing with pets in health and sickness.

Always remember, kindness, attention, and Sherley's Remedies will give your pet a life of happiness, with the minimum of trouble.





SHERLEY *SPECIALITIES* Keep your Dog in Health and Condition

Sherley's Specialities are recognised the World over as the finest of their kind. They are extensively used by well-known breeders, and many a Champion is a Sherley Dog. Manu-

factured by qualified chemists under expert veterinary advice they keep your dog in perfect health and condition.

SHERLEY'S TONIC AND CONDITION POWDERS

This wonderful dog remedy removes all impurities from the blood, and increases resistance against disease and doggy complaints. Give him a 3-day course once a month.

Therefore to maintain your dog's vitality, to keep him lively and in the pink of condition, give him SHERLEY'S DOG MEDICINES AND FOODS.

Obtainable everywhere from chemists and corndealers.

SHERLEY'S WORM REMEDIES

There is no reason why your dog should be troubled with worms, for it is possible for every owner to keep his dog free. Dose the dog with Sherley's Worm Capsules or Powders.

SHERLEY'S LACTOL

The finest puppy building food in the world. Give it to your pups and see how they thrive and grow in strength.

LACTOL BISCUITS

carry on the good work of Lactol, continuing the growth of sound bone and perfect development. They contain Vitamin D.

YOU NEED SHERLEY'S DOG BOOK (136 Pages)

Containing Valuable Information which every dog-owner should have. Price

2^d

A. F. SHERLEY & Co., Ltd., 18, Marshalsea Road, LONDON, S.E. 1

Hints for the Housewife



To take ink spots from furniture which is not French polished use a little lemon juice.

If a little castor oil is rubbed into boots or shoes they will last much longer.

When washing glass or valuable china, use a wooden bowl or spread a cloth in the bottom of the washing bowl.

An easy way to remove finger marks from highly-polished furniture is to rub them with a cloth dipped in paraffin oil. The furniture should then be polished with a leather.

The washday is considerably lightened if a teaspoonful of paraffin is added to the tub. A teaspoonful of paraffin will prevent the iron from sticking if it is put in the bowl of starch when mixed.

For polishing black boots or shoes you cannot beat a piece of velvet or a piece of pile carpet.

When washing cane furniture or matting, use salt water.

Save your old pillow cases and use them for rag-bags or darning bags.

Before using a new lamp chimney place it in water and bring slowly to the boil. If you do this the chimney will be far less likely to crack.

Stains on windows or mirrors can be removed by dipping a cork in petrol and rubbing the part.

New lamp wicks are often inclined to smoke. To prevent this the wick should be soaked in vinegar and allowed to dry before using.

When a saucepan boils over on the stove there is an unpleasant smell, but if salt is sprinkled over it the smell will disappear.

If oil catches fire, throw some flour over it. Flour smothers the flames.

It is often found that the notes of a piano situated in a room which is not often used become stiff and refuse to play. A small box of lime placed in the bottom of the instrument will help to keep it dry.

Empty confectionery boxes, if covered with fancy wallpaper, can be made into very nice trinket boxes.



HINTS FOR THE HOUSEWIFE—*continued*.

Always iron embroidery on wrong side, this brings out the design better. White spots can be taken out of varnished furniture by holding a hot shovel over the mark.

Always keep the contents of the kitchen scrupulously clean, and wash out the sink now and again with a quart of boiling water to which has been added a little permanganate of potash in crystal form.

A FEW COOKERY HINTS.

Try as far as possible to set out your kitchen in a way which will save unnecessary labour. Nothing is so tiring as constant walking to and fro, and a little thought will obviate this nuisance. Before commencing to cook or bake, see that all the required utensils are at hand, and that they are all clean.

SHORT PASTRY. This pastry is the one used for most pies and tarts and is the simplest to make. Any of the usual fats may be used, butter, margarine, lard or dripping, and if the cheaper ones are used it makes a very economical mixture. The quantity of fat to use is half the quantity of flour. Self-raising flour is used, and a pinch of salt added before the fat is rubbed in. Mix with just enough water to form a paste, and as soon as mixed it should be put into the oven. Never linger over pastry making, as the sooner it is mixed and put in the oven the better the results.

FLAKY PASTRY. This pastry is used for the lighter pies and tarts, and is a little more difficult to make than the short variety. The ingredients are $\frac{1}{2}$ lb. flour, 5 oz. mixed lard and butter, a teaspoonful of lemon juice, a pinch of salt and water to mix. Sift the flour and rub in a part of the fat. Make a hole in the middle and add the salt and lemon juice. Add a little water and mix a little with a knife, finishing off with the hands. Mix up well

until it leaves the bowl quite cleanly, and place on a floured board. Sprinkle it with flour when it has been rolled out into a narrow strip, and spread the rest of the fat lightly in slices over two-thirds of the mixture, leaving the other third at the bottom of the mixture blank. Do not put the fat too near the



edges or it will ooze out. Fold over the unbuttered portion so that it covers half the other, and fold the remainder over that, so that you have a layer of fat between each layer of mixture. Turn the strip away from you and roll out into a piece the size and shape of the first mixture. Sprinkle with flour and fold over into three again. Roll out, fold over, roll out and fold over again. You will then have done this four times. Leave in a cool place for a time, then give one more turn, roll out, use as required, and bake in a hot oven.

HINTS FOR THE HOUSEWIFE—*continued.*

A WASH-DAY LABOUR SAVER. The evening before your wash-day, place the clothes dry in the tub, and on the top of the clothes place a cup in which is about two tablespoonfuls of Soap Powder mixed to a smooth paste with hot water. Now place one end of a piece of hose on to your hot water tap, and place the other end in the cup. Turn on the hot water slowly, and the water will become a profuse mass of creamy suds. Give one or two turns with the dolly peg, and leave overnight to soak. In the morning, just rinse the clothes through, and they will be beautifully clean with no useless expenditure of energy.

A CHEAP METAL POLISH. Take one gill of turpentine and a little common whiting. Mix these well and bottle. This polish will last for several months, and will also prevent brass from tarnishing in damp weather.

A GOOD DUSTER. A few drops of raw linseed oil sprinkled on the duster will act as a polisher as well as a duster in rubbing up chairs, tables, etc. It will also prevent the dust from flying from one article to another.

BRIGHT SAUCEPANS. If these are to be used over a fire, smear lightly with grease, and the smoke will not blacken them. Wash them in hot water and they will be as bright as ever.

TO PROTECT NEW TINWARE. If rubbed with fresh lard and well heated in the oven before using, tinware will not rust afterwards.

A SUBSTITUTE FOR STARCH. To stiffen lace or muslin wring out in milk instead of starching.

A soft collar treated this way will have a pleasing stiffness and will stay cleaner longer.

If half an ounce of methylated spirit is added to the final rinsing water, a tablecloth will not need starching. It will be, if anything, glossier than usual.

A GLASS SCOURER. A few tea-leaves and a drop of vinegar will speedily clean discoloured water bottles or decanters.

For washing glass or china, a solution of borax in hot water is very effectual, imparting a brilliant lustre.

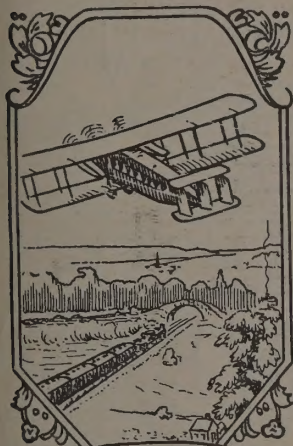
A FLAVOUR IMPROVER. When stewing apples, add a little banana to the fruit when cut up. The result is surprising, the flavour being brought out much better.



Postal Information



LETTERS. Not exceeding 2 oz., $1\frac{1}{2}$ d. Each additional 2 oz. or fraction of 2 oz., $\frac{1}{2}$ d. This is to all parts of the United Kingdom. Colonial and Foreign : Letters to all British Possessions, U.S.A., Egypt, the Soudan, and the British Post Office at Tangier, not exceeding 1 oz., $1\frac{1}{2}$ d. Each additional oz., 1d. Letters to all other places, not exceeding 1 oz., $2\frac{1}{2}$ d., and $1\frac{1}{2}$ d. for each additional oz.



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Which co-operate to speed up service.

POST CARDS. U.K. 1d. Reply, 2d. Abroad, $1\frac{1}{2}$ d. Reply, 3d.

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TELEGRAMS. 1/- for the first 12 words ($1\frac{1}{6}$, Irish Free State), including address, and 1d. for every additional word.

Telegrams handed in on Sundays, Good Friday and Xmas Day 6d. extra.

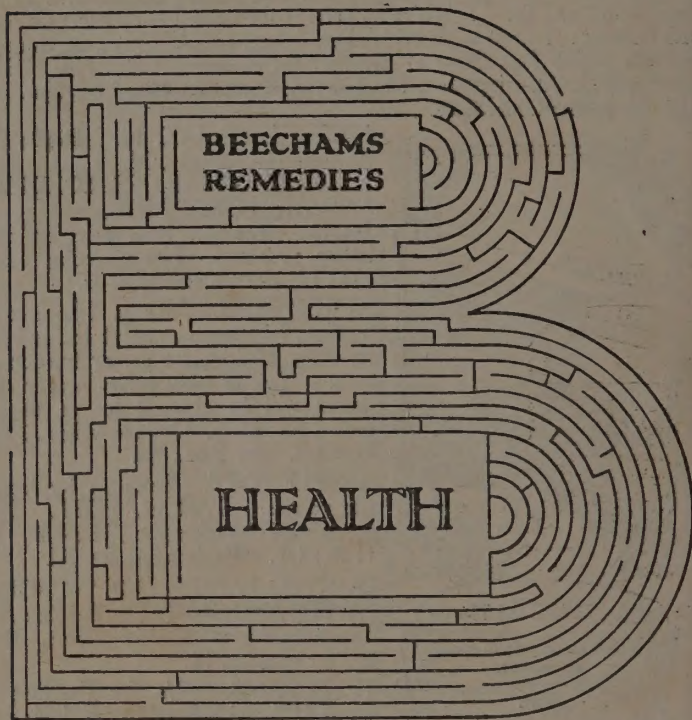
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MONEY ORDERS. **INLAND.** For sums not exceeding £3, 4d. ; £10, 6d. ; £20, 8d. ; £30, 10d. ; £40, 1/-.

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The Beecham Magic Health Puzzle

Find the road to Health

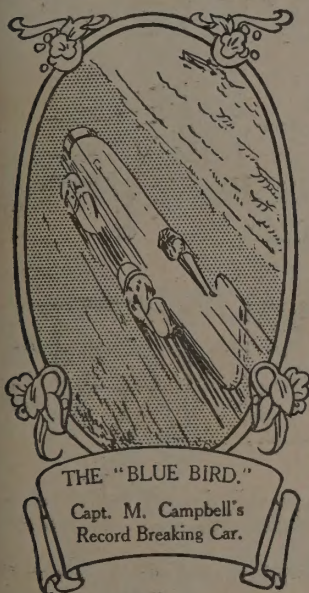


Enter the magic "B" on the outside. The goal is the Word HEALTH and the road passes through BEECHAM REMEDIES.

It is an old saying and, no doubt a true one, that "Prevention is better than Cure" and a healthy body can invariably resist infection.

Answers to Puzzles

1. 35 years old. Mother is 30, I am 10 and brother 8.
2. $8\frac{3}{4}$ d.
3. Borrow a sheep, divide the total, i.e., 10, 5 and 4, and return the borrowed sheep.
4. 4s.
5. 15d.
6. £4,473,924 5s. $3\frac{3}{4}$ d.
7. No. They travel on a parallel line and therefore do not change their relative positions.



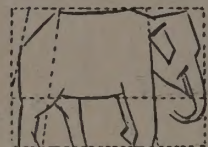
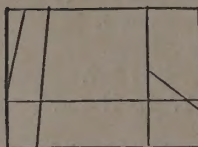
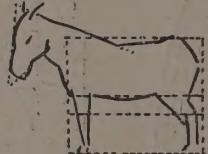
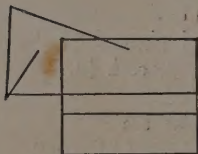
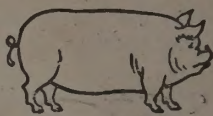
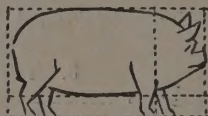
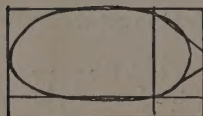
20. 40 geese and 20 ducks.
21. 35 and 49 acres.
22. The same three cats.

8. The farmer took the goose over, returned and took the fox over, brought the goose back, took the corn over and returned for the goose.

9. 3 ducks.
10. 5 cows, 1 pig and 94 sheep.
11. Bottle $1/0\frac{1}{2}$, cork $\frac{1}{2}$ d.
12. £9 7s. 6d.
13. The moves are
BWBBBWWBBBWWB.
14. There are six answers to this. One of them is 10 ducks and 14 sheep.
15. Six dozen dozen is 72 dozen, a half dozen dozen is 6 dozen.
16. 44 4-9 and 33 3-9.
17. 5 min. 27 12-44 sec. past 1 o'clock.
18. 15 inches. Head 3, tail 3, body 9.
19. A and his wife go over. A returns. The wives of B and C go over. A's wife returns. B and C go over. B and his wife return. A and B go over. C's wife returns. The wives of A and B go over. C returns for his wife.

23. £3.
24. $3\frac{7}{11}$ hours.
25. 301 eggs.

A Drawing Lesson



A FEW HINTS ON DRAWING.

When drawing any object examine it well through half-closed eyes and it will be found that this gives a general idea of the shape and proportions without showing any details.

Plan out roughly the elements of the object, as shown in the examples above, making sure that the areas are in correct proportion and relation to one another. Check these by holding the paper at arm's length and comparing with the copy. Once satisfied, the details can be added, and the drawing completed. No drawing looks correct if the proportions are wrong. Always simplify the outline first, details are easily added afterwards.



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